



**Standard 4K Displays Excelling in Brightness,
Reliability, and System Scalability**

TH-50SQ2H

The TH-50SQ2H 4K Professional Display is designed for 24-hour with 700cd/m2 with an anti glare panel and min. haze treatment of 25% for continuous operation and crystal-clear viewing clarity.

Key Features

4K high-brightness panel offering high image quality and high visibility

A lineup boasting reliability and flexible installation adapted to diverse use cases

System scalability to enable a wide range of system integration



TH-50SQ2H

<https://eu.connect.panasonic.com/es/en/professional-displays/sq2h-series/th-50sq2h>

DISPLAY PANEL -> Screen Size	50-inch class (49.5-inch / 1257.3 mm)
DISPLAY PANEL -> Brightness (typ.)	700 cd/m ²
DISPLAY PANEL -> Aspect ratio	16:9
DISPLAY PANEL -> Effective Display Area (W x H)	1095.8 x 616.4 mm (43.14" x 24.26")
DISPLAY PANEL -> Resolution	3840 x 2160
DISPLAY PANEL -> Contrast Ratio (typ.)	4000:1
DISPLAY PANEL -> Dynamic Contrast Ratio	50000:1
DISPLAY PANEL -> Response Time (typ.)	8.0 ms
DISPLAY PANEL -> Viewing Angle(H / V)	178° / 178° (CR>10°)
DISPLAY PANEL -> Panel Surface Treatment	Anti-glare type
DISPLAY PANEL -> Haze	25%
CONNECTION TERMINAL -> HDMI™ IN	HDMI™ Type A Connector x 3 (HDCP 2.2)
CONNECTION TERMINAL -> PC IN	Mini D-sub 15-pin x 1 (DDC2B) x 1 Y/G: with sync 1.0 V [p-p] (75 Ω) : without sync 0.7 V [p-p] (75 Ω) P _B /C _B /B: without sync 0.7 V [p-p] (75 Ω) P _R /C _R /R: without sync 0.7 V [p-p] (75 Ω) HD/VD: TTL (High impedance)
CONNECTION TERMINAL -> SERIAL IN	D-sub 9-pin x 1, RS-232C Compatible
CONNECTION TERMINAL -> IR IN	Stereo mini jack (φ 3.5 mm) x 1
CONNECTION TERMINAL -> IR OUT	Stereo mini jack (φ 3.5 mm) x 1
CONNECTION TERMINAL -> AUDIO 1 IN (L / R)	Stereo mini jack (φ 3.5 mm) x 1 0.5 V [rms] Shared video input except USB and MEMORY VIEWER
CONNECTION TERMINAL -> AUDIO OUT (L / R)	Stereo mini jack (φ 3.5 mm) x 1 0.5 V [rms] Variable (- ∞ - 0 dB) (1 kHz 0 dB Input, 10 kΩ Load)
CONNECTION TERMINAL -> LAN	RJ45 x 1 Compatible with PLink™, 10BASE10-T/100BASE-TX
CONNECTION TERMINAL -> USB TYPE A	USB Type A Connector x 1 (DC 5 V / Max.1 A, USB 3.0 is supported) USB Type A Connector x 1 (DC 5 V / Max.2 A, USB 2.0 is supported)
CONNECTION TERMINAL -> USB TYPE C	USB Type C Connector x 1 (Max 60 W Power Delivery compatible, USB2.0 is supported, DP Alt Mode compatible)
CONNECTION TERMINAL -> SENSOR	4-pole sub-mini jack (φ 2.5 mm) x 1
CONNECTION TERMINAL -> SLOT	Intel® SDM specification (SDM-S / SDM-L, Supply power 3.3 V / Max 1.1 A, 12 V / Max 5.5 A)
AUDIO -> Built in Speaker	20W [10 W + 10 W]
ELECTRICAL -> Power Supply	AC110-240 V 50 Hz / 60 Hz 2.8-1.4 A
ELECTRICAL -> Power Consumption	125 W (Shipping Condition)
ELECTRICAL -> On Mode Average Power Consumption *1	114 W (Picture Mode: [Standard])
ELECTRICAL -> Power Off Condition	Approx. 0.3 W
ELECTRICAL -> Stand-by Condition	Approx. 0.5 W
ELECTRICAL -> Apparent power	277 VA
ELECTRICAL -> Energy efficiency class for Europe	G class
MECHANICAL -> Dimension(W)	1129 mm (44.43")
MECHANICAL -> Dimension(H)	649 mm (25.56")
MECHANICAL -> Dimension(D)	66 mm (2.60")
MECHANICAL -> Weight	Approx. 15.5 kg (34.02 lbs)
MECHANICAL -> Bezel Width(T)	14.9 mm (0.59")
MECHANICAL -> Bezel Width(B)	14.9 mm (0.59")
MECHANICAL -> Bezel Width(L)	14.9 mm (0.59")
MECHANICAL -> Bezel Width(R)	14.9 mm (0.59")
MECHANICAL -> Pitch for Wall-Hanging / Screw / Screw hole depth	VESA Compliant 400 x 400 mm (15.8" x 15.8") / M6 / 20 mm (0.79")
INSTALLATION -> Orientation	Landscape / Portrait
INSTALLATION -> Tilting Angle	Landscape : 0 - 20 degrees forward / backward Portrait : 0 - 20 degrees forward / backward
INSTALLATION -> Operating Time *4	24h / day
ENVIRONMENT -> Operating Environment(Temperature)	0 °C to 40 °C (32 °F to 104 °F), 0 °C to 35 °C (32 °F to 95 °F)
ENVIRONMENTAL -> Operating Environment(Humidity) (No condensation)	20% to 80%
Footnote Description	1.: Based on IEC 62087 Ed.2 measurement method 2.: In case of long time, the moving image is recommended to be displayed. If you display a still picture for an extended period, the image retention might remain on the screen. However, image retention can gradually disappear by displaying a moving images. 3.: Excluding handles 4.: Including handles